Online work Grade 10 EFL

Instructions:

- Please complete the questions on the pages below.
- These questions are about FORESHADOWING and INFERENCE.
- We will use these when we read a story later in class.
- We will talk about this more when you come back to school.

Name, class, and class number: _____

Foreshadowing



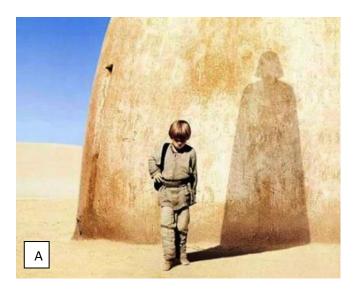
Foreshadowing gives the audience *clues, hints or signs* about a *future* event in a story. Writers use foreshadowing to build suspense.

We can GUESS_what will happen next by looking at the imagery, language, symbols, signs and suggestions.

Word Roots:

FORE = IN FRONT OF SHADOW = A GLIMPSE (quick view)

1. Look at the pictures below. What do they foreshadow (predict)?





А

Foreshadowing



When we see foreshadowing in a story, we can <u>make predictions</u> about what might happen <u>later in the story</u>.

 Read the writing on the left and draw a line to the event it *most likely* foreshadows. (Which part on the right will happen <u>after</u> the part on the left)?

1. In the beginning of a movie, a well dressed woman is traveling by ship. She stares out at the ocean, daydreaming. As she stares, she hums the song, "Yo Ho, A Pirate's Life for Me"

2. A character in a story behaves in an odd way and complains continuously that he has a headache.

3. A boy and a girl drop breadcrumbs as they travel deeper and deeper into the forest.

4. A character says, "It would be a bad idea to break any laws at this point in time"

5. "But, George, do you think the children will be safe without Nana? Safe? Of course they'll be safe. Why not? A. The children are soon visited by Peter Pan and taken away to face a dangerous situation.

B. There will be a terrible event involving pirates.

C. The boy and girl become lost.

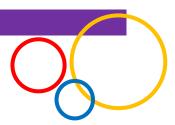
D. A crime is committed.

E. A character becomes very ill.

2. Fill in the table explaining which parts above are foreshadowed and say <u>why</u> you think they are foreshadowed.

<i>Example:</i> Part 1 is foreshadowing part B.	Because the song is a famous pirate song.

The Landlady: Before Reading



We are going to read a short horror story by Roald Dahl. In this story, we will often have to *predict* what happens to characters. We will need to use *hints and clues* in the story to make our predictions. When we do this, it is called *inferring*.

When we *infer* something, we use *hints* and *clues* to figure out what has happened or what will happen.

For example, look at the pictures below:

1) What happened to the sofa?



2) What is going to happen?



Use this structure when you want to infer something

Since (hint/clue), and (facts that you already know), I can infer that (conclusion).

Eg: Since the clouds are dark, and the news said a storm is coming, I can infer that it is about to rain.

Use inference language to explain the pictures above.

1) Since	
2) Since	